

Raid



TRADE

**Charalampos Tsakiris**

**RULES OF PLAY**  
A SURVIVORS GUIDE





# The world we know is dead...

You are on your own. You are restless. Only a few survivors escaped the destruction that the third world war caused to every part of the globe. Some survivors gathered their power into a small city and built golden walls, to show their wealth and power to all the lost souls still out in the ruins of civilization.

Now you want to have fresh water, food, warmth and caring people around you. You want to get into this Golden City, but the regents won't let any fool from outside the golden walls pass their well-protected gate; they only let the most noble and experienced survivors join their elitist circles. However there is a third way to please the rulers of the Golden City, you can fulfill three of their bizarre Quests, gaining entrance to the city.

How will you enter the Golden City?

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# COMPONENTS



**5 PLAYER CHARACTER FIGURES**



**5 PLAYER BOARDS**



**9 DOUBLE-SIDED CITY MAP TILES**



**1 DOUBLE-SIDED HELIPAD TILE**



**4 BLACK MARKET TRADER TOKENS**



**ITEM CARDS**  
(14 per Character)



**50 HOUSE TILES**  
(25 Green, 15 Yellow and 10 Red)



**50 RAID CARDS**  
(25 Green, 15 Yellow and 10 Red)



**5 COMBAT & 1 RAID DICE**



**10 GLOBAL EVENTS**



**11 QUEST CARDS**



**30 INCIDENT CARDS**



**6 GUARD TILES**



**2 HELIPAD TOKENS**



**130 RESOURCE TOKENS**  
(Mechanical Parts, Tools, Scrap, Medical Supplies, Guns, Food, Electrics and Clothing)



**5 CREDIT DISCS**



**1 OUTPOST TILE & OUTPOST MINI**



**CLOTH BAG**



# GAME SETUP

1. Place the Map Tile with the Black Market (the orange circle) in the center of the table.
2. Place the other Map Tiles randomly around the Black Market Tile so that the streets of one Map Tile always fit the streets of the adjacent Map Tile, creating a grid of 3 x 3 tiles.
3. Randomly choose one of the Black Market Trader Tokens and place it in the orange circle of the Black Market Tile. Each of these Tokens is unique and some have been marked with less than 4 Resources in order to make the game harder. If you do not want a harder game do not include these Black Market Tokens.
4. Create the Global Event Deck by shuffling together all the Global Event Cards and placing them face down beside the board. Draw 2 cards and leave them face up next to the Global Event deck.
5. Create the Incident Deck by shuffling together all the Incident Cards and placing them face down beside the city board.
6. Create the Quest Deck by shuffling together all the Quest Cards and placing them face down beside the city board. Draw as many cards as the number of players and place them face up next to the Quest deck.
7. Shuffle each of the 3 types of Raid Cards separately into three decks (the Green Houses, Yellow Houses and Red Houses) and place each pile face down beside the city board.
8. Place the Credit Disc tokens beside the city board.
9. Each player then chooses a character and places the matching figure on the Black Market Tile. They also take their 6-sided die and all the Item cards for their character. The border of the Item cards and the dividing line of the dice are the same color as the character board. Then set each players' Blue dial to 0, Red / Yellow dial to 0 and their Green dial to 15.
10. Put all Resource Tokens in the cloth bag and shuffle them so that when you draw Resource Tokens you will not know what you are drawing. Whenever a Resource Token is spent, return it to the bag. Resource Tokens outside the bag are visible to all players.
11. Randomly place House Tiles on the board based on the number of players.
  - ⊕ For 3 Players place 15 Green Houses, 9 Yellow Houses and 6 Red Houses; for a total of 30 Houses.
  - ⊕ For 4 Players place 20 Green Houses, 12 Yellow Houses and 8 Red Houses; for a total of 40 Houses.
  - ⊕ For 5 Players place 25 Green Houses, 15 Yellow Houses and 10 Red Houses; for a total of 50 Houses.
12. The youngest player is the starting player.

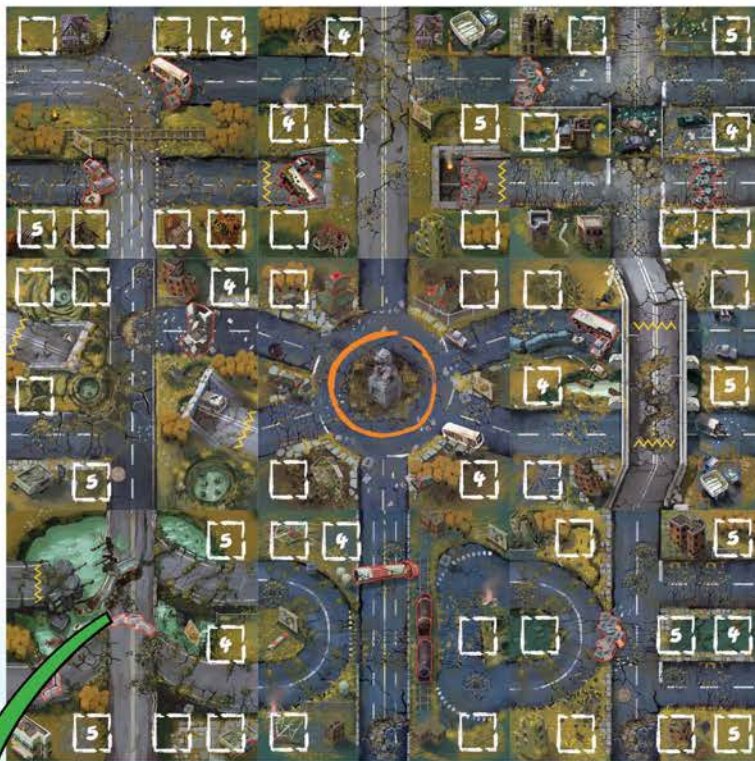
Each city map has several squares, some of them have no numbers, some have the number 4, and some have the number 5. For 3 players, place the House Tiles on all the unnumbered squares. If there are 4 or more players also place House Tiles on the squares marked with the number 4. And for 5 players, also place House Tiles on the squares marked with the number 5. After placing all the House Tiles, place the Outpost tile on the remaining unoccupied square.





# CONNECTING THE MAP TILES

For the basic game you use the ruined city side of all the City Map tiles except the helipad. You create a 3x3 board where the center tile is the Black Market. When you connect the map tiles, make sure that the roads of each tile connect. Below you can see two examples:



In this setup, all the tiles are connected to each other perfectly since the roads of each tile match each other.



Here however, while all the outer tiles are connected perfectly, the Black Market is not connected correctly since the roads of that tile do not connect correctly with the roads of the other tiles.





# GAME OVERVIEW

## THE PLAYER BOARD

Each player's board shows a summary of the actions available as well as the results possible on that character's Combat Die.

It also has three different colored dials, each representing a different value.

- The Blue dial (1) represents Skill Points (⚙️). When a character gains Skill Points he should adjust this dial accordingly, to match the new total amount.
- The Green dial (2) represents Action Points (⚡). As a character uses ⚡ during his turn, he turns this dial to match the number of points he has remaining. A character cannot perform an action if it would drop their ⚡ to a negative number.
- The Yellow / Red dial (3) represents how well respected (Yellow) or displeased (Red) the City Council is with the character. When a character gains Favor Points (👍), or Blacklist (🚫), adjust the dial in the direction of the appropriate color. This means when a character gains Favor they will lose Blacklist, and if they gain Blacklist they will lose Favor.



NOTE: Each player makes 1 move and 1 action during his turn and then the next player on the left follows until all AP are spent by all players. At that point, the round ends.

The actions (4) and the movements (5) a player can take are listed on each character's board.

## ROUND SEQUENCE

1. Check to see if the starting player changes (do not do this on the 1st round). See page 6 (New Starting Player)
2. The starting player selects one of the face-up Global Events and discard the other.
3. All characters reset their ⚡ dials (green) to 15.
4. The starting player takes a turn.
5. Play continues to the left (clockwise) with players taking a turn or passing.
6. Once all players have 0 ⚡ remaining or have taken the Pass action, the round ends.
7. Once the Round ends, discard the Global Event and draw 2 more.

## TURN SEQUENCE

On your turn, you may do the following, in any order:

- ⌚ Move once.
- ⌚ Perform 1 Action, either: Raid, Combat, Trade, or Craft.

You can move and do an Action, or do an Action and then move. You can also choose to just move, or just do an Action.

There are also other things you can do on your turn:

- ⌚ Claim an Incident Card. This is not an Action and may be done any number of times.
- ⌚ Claim a Quest Card. This is not an Action but may only be done once per turn.
- ⌚ Spend 1 Food Resource Token to gain 1 ⚡. This is not an Action and may be done any number of times.
- ⌚ Pass (if a player has 0 ⚡ they must pass).

Entering or Leaving the Outpost (see page 15) uses your movement for the turn. Also, when inside the Outpost, you may perform a special Outpost action as your action for the turn.

A player may pass even if he has ⚡ remaining. They keep any remaining unspent ⚡ and the next player clockwise from them takes a turn.

Once a player passes, they cannot play again until the next round. Any ⚡ remaining may be spent to defend themselves when attacked or respond to another character's trade.

Even if a player has passed, he may still have Incident or Quest cards that can be triggered on other player's turns.





## NEW STARTING PLAYER

When a new round begins, the first player will be the one who has the least amount of Resource Tokens in front of them. In the case of a tie, the youngest player begins the new round.

## HOW TO WIN

There are 3 ways that a player can win the game:

- 1. Reach 20 Skill Points and spend 20 ⚡
- 2. Complete 3 Quests and spend 20 ⚡
- 3. Get 10 Favor points and spend 20 ⚡

## GLOBAL EVENT CARDS

At the start of each of round, the starting player chooses one of the face up Global Event Cards and discards the other card. The effect on this card applies to all players for the rest of this round. At the end of the round, the current Global Event Card is discarded and the starting player reveals 2 new cards from the Global Event Deck. When the deck runs out, reshuffle the discarded cards to form a new deck.

## QUEST CARDS

A player can complete a quest at any time during his turn. He needs to meet the requirements of the Quest he wants to complete; be it a number of Resource Tokens, Incident Cards, Skill Points, Crafted Items, ⚡ to spend, Favor Points or Houses raided this round. He must spend the requirements of the Quest Card in order to claim it.

He then places the Quest Card in front of him and the effect of the card is active immediately. The effect of a Quest Card can be used once per round. After a Quest is completed, a new card is revealed to replace the collected one.

Some Quests require Favor points. To meet this requirement, the player must currently have at least that amount of Favor (i.e. you cannot go into Blacklist Points)

## EXAMPLE GLOBAL EVENT CARDS



## EXAMPLE: QUEST CARDS

During his turn, Garcia wants to claim a quest. Firstly he checks if he has 4 x ⚡ Resource Tokens (1), 3 Skill Points (2) and 2 Incident Cards in hand (3). As he meets all of these requirements he claims the Quest Card, replacing it with the next card from the Quest deck.

Garcia must discard the Resources, cards and lose 3 Skill Points in order to claim the Quest Card.

From now on, once per round, Garcia may use this Quest Card's effect (4) to ignore spending a Gun Resource Token when defending.



# MOVEMENT

On his turn, a player can spend ⚡ to move across the board. A player can move his figure along the roads of the Map Tile. For every border between two Map Tiles he passes, he must spend 1 ⚡.

If he wants to pass a barricade, he must spend 1 additional ⚡. A barricade is an object on a Map Tile surrounded by a red outline.

A player may move on the roads within the same Map Tile at no cost as long as they do not cross a barricade or a change in elevation.

## EXAMPLE 1



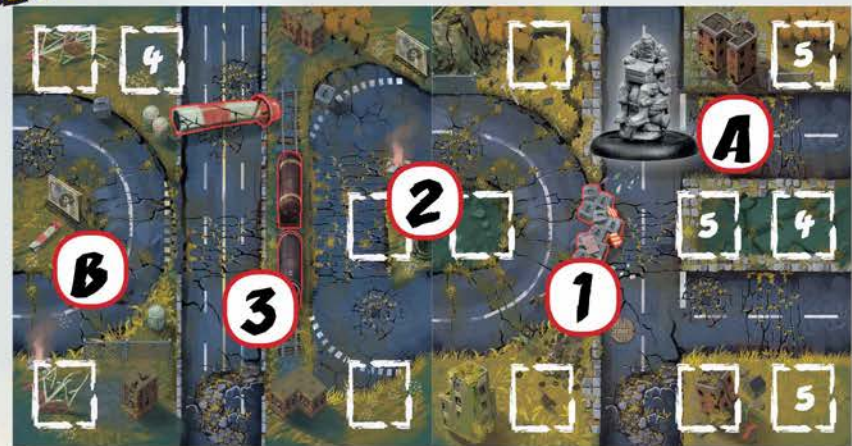
### EXAMPLE 1: MOVEMENT

Garcia wants to move from (A) to (B) but there is a barricade in the way (1). In order to cross the barrier and get to the other road, he must spend 1 ⚡.

Next to Garcia there are two Houses. Without moving, Garcia could raid the large (red) House on the left because it is next to the road. However the medium House (yellow) on the right is not. There is grassland in between and Garcia cannot raid it directly.

He must first pass the other barricade (2), spend 1 ⚡ and then he can raid that House.

## EXAMPLE 2



### EXAMPLE 2: TILE BORDER MOVEMENT

Garcia wants to move from (A) to (B), but to do so he must pass over the barricade (1), change Map Tile (2), and finally pass over another barricade (3).

In total he must spend 3 ⚡: 1 ⚡ for the first barricade, + 1 ⚡ to change tiles and + 1 ⚡ for the second barricade.

Some Map Tiles have been marked with yellow lines. These represent a height difference and makes it more difficult to raid a House.

### EXAMPLE 3: HEIGHT DIFFERENCE

Garcia is on the bridge and cannot raid the Houses of this tile. He must move to another tile, move through the roads of the other tiles to end up to this tile again and raid its Houses.

A player can raid a House that is next to a road and is not blocked by any kind of obstacles.

## EXAMPLE 3





## INCIDENT CARDS

Each time you move your character from a tile to another tile, draw 1 Incident Card and place it face up on the tile you are entering. Make sure to put it on a spot where it does not disturb either the figures or the Houses that have been placed on it.

Each Incident Card is marked with one or more Resource Icons. These are the amount and type of Resources Tokens you must spend in order to collect it. If you do not have the correct Resource Tokens, leave the card face up on the tile; it may be collected later by any player.

There are a total of 9 Map Tiles, therefore the maximum number of face up Incident Cards on the board can be 9; 1 Incident Card per tile. Each tile can take up to 1 Incident Card. When that card is taken by a player, a new card be placed on that tile from a new player who enters that tile.

A player can collect as many Incident Cards as they want over the course of the game, but the following rules apply:

- ① You can have a maximum of 5 Incident Cards in your hand at any time. If you have more than this you cannot collect any more Incident Cards until you have played at least 1 of them.
- ② Each card can be activated once. After you activate the card, you discard it.

## EXAMPLE INCIDENT CARDS



## EXAMPLE: INCIDENT CARD

Garcia moves from (A) to (B). When he moves across the Tile Border (1) he draws an Incident Card (2) and places it on the Tile he entered. In this example he draws the scavenger card, which costs 1x [gear icon] (3). Deciding that he can afford it, he pays 1x [gear icon] and then draws the card into his hand.

Spent Resources are placed back into the Cloth Bag.




# ACTIONS

## ACTION 1: RAID

Players can raid a House to collect Resources and gain special abilities to help them. To raid a House the player must be able to reach it along the roads of his current Map Tile without passing a Tile Border or barricade. If the player wants to raid a House, he places his figure in front of the House and pays ⚡ depending on the kind of House he wants to raid:

- ⚡ 6 for a Small House (noted as S)
- ⚡ 8 for a Medium House (noted as M)
- ⚡ 10 for a Large House (noted as L)

Only Houses marked  can be Raided, and any space without a House Tile cannot be raided.

After a player has raided a House, he removes the tile from the map and places it in front of him.

## EXAMPLE: HOUSES & RAID CARDS



## EXAMPLE 1



### EXAMPLE 1: RAID House ADJACENCY

Garcia is standing on the Road (1). He can raid the House in the square adjacent to him (2) because it is next to the road. However, he cannot raid the House next to that (3), because that House is not adjacent to his current road. If he wanted to Raid that House he would need to move over the barricade (4).

## EXAMPLE 2



### EXAMPLE 2: RAIDING & MOVEMENT

While standing on this road (1), Garcia can raid both the Houses labeled (2) as they are not protected by a barricade. The Houses labeled (3) cannot be raided unless he first spends his move and 1 ⚡ to cross the barricade (4).



## RAID CARDS

When a player raids a House, he draws a Raid Card from the matching colored Raid Card deck. The Raid Card will show what the player must do next, either:

- ☹️ If the card shows a 🎲 in the upper left corner, the player rolls the Raid Die, or
- ☹️ If the card shows the ☠️ icon then the player may choose to either receive 1 Blacklist Point or return the Raid Card to the bottom of the matching colored deck and receive 1 Favor point (👍).

After resolving the card, it is discarded to the matching color discard pile.

## THE RAID DIE

If the roll is a success (★), he draws a number of Resources from the cloth bag equal to the higher number on the top right of the card. Then he may activate the effect on the card.

If the roll is a fail (■), he draws a number of Resources from the Cloth Bag equal to the lower number on the top right of the card. He CANNOT activate the effect on the card.

Whether the raid is a success or fail, the House Tile is removed from the board and placed in front of the raiding player.

Some Raid Cards only have 1 number. In this case the player will get the amount of Resources shown.

Also, some Raid Cards have effects that are triggered only when a raid fails.

### EXAMPLE 3: RAID DIE

Carter succeeds on a raid. Firstly he draws 6 Resources (1), then he crafts an item that gives him 1 skill point without spending any Resources (2). He then takes the House Tile from the map and places it in front of him.

### TIPS FROM THE CITY

Remember scavengers, gaining Blacklist Points may reduce Favor but it is great for gathering easy Resource Tokens!

- Golden City Broadcast

## BLACKLIST

If the player has drawn a card with a ☠️ icon and has chosen not to return the card to the bottom of the deck, then he takes a number of Blacklist Points by turning the yellow and red dial clockwise (toward the red side) by the number of points shown in the upper left corner of the card.

He then draws a number of Resources from the Cloth Bag equal to the higher number on the top right of the card. Then he may activate the effect on the card and the House Tile is removed from the map and placed in front of him.

By having Blacklist Points you are more limited in what Houses you can raid:

- ☹️ While you have 6 or more Blacklist Points, you cannot raid Green Houses.
- ☹️ While you have 8 or more Blacklist Points, you cannot raid Yellow Houses.
- ☹️ While you have 10 Blacklist Points, you cannot raid Red Houses.

### EXAMPLE 3



### EXAMPLE 4



### EXAMPLE 4: BLACKLIST

First, Jake chooses to gain 2 Blacklist Points (1). This reduces his favor from 5 down to 3. Then he draws 4 Resources (2) and may spend 5 ⚡ to get 1 Skill Point (3). He then takes the House Tile from the map and places it in front of him.




# ACTION 2: COMBAT

## THE COMBAT DICE

Each character has their own Combat Die that contain a different combination of symbols that all do different things. The top left corner (white background) is for the attack part of the die, while the lower right corner (gray background) is for defense.







-  **Steal 1 Crafted Item:** Take 1 Crafted Item from your rival (you may use it as though it were your item).
-  **Successful Hit:** You may win depending on the defending players result.
-  **Auto Win:** You automatically win regardless of the defending players result.
-  **Discard 1 rival Item or Incident card:** Destroy one of the defending players Crafted Items or destroy one of their Incident Cards.
-  **Get 3 AP:** You immediately gain +3 Action Points.
-  **Craft 1 Item for free:** Immediately Craft 1 Item that gives you 1 Skill Point without spending the Resources.
-  **Nothing Happens:** You fail to Attack or Defend.
-  **Defend 1 Hit:** You defend successfully.
-  **Get skill:** Get 1 Skill Point.



## HOW COMBAT WORKS




To attack another player, you must be able to reach your opponent along the roads of your current Map Tile without being blocked by a border or barricade. You then announce who you want to attack, spend a Gun Resource Token (  ), and pay 5 ⚡.

The player being attacked then chooses to either defend or not.

If the attacked player chooses to defend, he must spend a Gun Resource Token, and pay 3 ⚡. Then both players roll their Combat Dice and check the following:

- ⊕ If the attacking player rolls the  symbol, he immediately wins the fight, regardless of the defending players roll.
- ⊕ If the attacking player rolls a  symbol he doesn't win.
- ⊕ If the attacking player rolls a  symbol he wins if the defending player didn't roll a shield (  ) on the defend side of his Combat Die.
- ⊕ On any symbols the attacking player rolls, other than  or  , he must first check his player board to see what he receives. He does not win the combat but he may receive AP or Skill Points depending on the character.
- ⊕ The defending player looks at the gray half of his Combat Die and gains the matching bonus (see earlier). If the defending player does not wish to defend then he must announce it before the other player attacks.

If he does not defend, the attacking player rolls the Combat Die. If he rolls  or  , he wins the combat. Otherwise he receives a different bonus.

After the attacking player has received his reward, the combat ends. Remember, you only win a combat with a  , or with a  if the defending player did not roll a .

## ATTACK REWARDS

When a player wins an attack on another player he chooses between the following options:

- ⊕ **Steal Credit Disc:** The attacker takes the highest value Credit Disc owned by the defending player (if he has any). The defender loses the favor granted by that disc and the attacker gains it (increasing their Favor Points by the amount shown).
- ⊕ **Steal Resources:** The defending player must choose to either; give the attacking player 5 Resource Tokens (from their own supply), or allow the attacking player to choose and take up to 3 Resource Tokens from the defending player's supply.

### TIPS FROM THE CITY

Remember scavengers, you only get Credit Discs or Resource Tokens for winning a fight, be wary of other scavengers with lots of ⚡ left!

- Golden City Broadcast



## EXAMPLE 1



### EXAMPLE 1

Carter (1) chooses to attack Zoey (2) by spending a token and 5 . As Zoey has a and 3 left, she chooses to spend them on rolling her Combat Die. Carter rolls and gets a result (3). This means Carter has won the fight, regardless of the fact that Zoey has rolled a result (4).

## EXAMPLE 2



### EXAMPLE 2

Mayu (1) chooses to attack Zoey (2) and spends a and 5 . Zoey chooses to defend and spends a and 3 . Mayu rolls and gets a result (3). This means Mayu will win unless Zoey rolls a . Unfortunately for Mayu, Zoey does (4) and the attack is unsuccessful.

## EXAMPLE 3



### EXAMPLE 3

Jake (1) chooses to attack Garcia (2) by spending a and 5 . As Garcia has a and 3 left, he chooses to spend them on rolling his Combat Die. Jake rolls and gets a result (3). This means Jake does not win the combat, but receives a bonus from his roll. Garcia still rolls his die anyway (4) and rolls a .

The result means that Jake gets to pick and destroy either one of Garcia's already crafted items or force Garcia to discard 1 random Incident Card. Jake chooses to force Garcia to discard a random Incident Card (5).



## ACTION 3: CRAFT

Each character has a number of Item Cards that they can craft during the game. These are color coded to match the character they are for.

To craft an item, the player must spend 1 ⚡ and pay the Resource Tokens that are indicated on the Item Card. He then puts the item card in front of him and gains the Skill Points as shown in the upper right corner of the item card inside the gear icon.

A crafted item can be used immediately on the same turn it is crafted or on a later turn. In addition most of the Item cards have a 🔥 in the upper left corner. This means that the item is one use only and when you use the ability, the item is discarded and returned to the game box.

Sometimes you will be able to craft items for free. If you do, you will collect the Skill Points from those items and you will not spend any Resources to craft them.



### EXAMPLE: CRAFTING

Garcia wants to craft the Scale. To do that he must spend 1 ⚡ and return 1x 🔥 (1), 2x 🔧 (2), and 2x 📦 (3). For crafting this item he receives 3 Skill Points (4). At any point during his turn, he may activate the Hawker's Tray ability (5), to gain 3 ⚡. If he does the card is discarded and returned to the game box (6).



## ACTION 4: TRADE

You can trade with other players during your turn. The players can trade from any part of the city map; they don't need to be on the same road section or even Map Tile! However while a player is in the Outpost, he cannot trade with anyone.

Tradable goods are Resource Tokens and Item cards (crafted or not). If both players agree on a trade, they must both spend 1 ⚡ and then they exchange the goods.

If your trade is refused it does not count as using an Action. You only spend your Action (and ⚡) if you carry out the trade.

### EXAMPLE 1: TRADING WITH PLAYERS

It's Carter's turn and he asks Zoey to trade with him. He offers 2x 🍷 and 2x 🍷 in exchange for 1x 🏠 and 2x 🐼. Zoey wants 1 extra 🍷. They agree and trade 3x 🍷 and 2x 🍷 for 1x 🏠 and 2x 🐼. Both pay 1 ⚡ each.

After this trade, it's Mayu's turn. She asks Garcia, to trade 2x 🏠 for his uncrafted safe item. Garcia agrees. Because of his special trading rule, neither of them have to spend ⚡.

## GARCIA, THE TRADER

Due to his excellent planning and silver tongue, Garcia can maximize the benefits of a Trade. Whenever Garcia trades, or a character trades with him, neither of them will spend any ⚡. This still uses up the players action for the turn.

## BLACK MARKET TRADER

During your turn you can trade with the black market trader.

To do this your figure must be on the center Map Tile (where the Black Market Token is located). Then you must pay 1 ⚡ and return any 4 Resources of your choice (from your own supply) and gain 1 of the Resources depicted on the black market trader.

### EXAMPLE 2: BLACK MARKET TRADER

Carter needs a 🏠 but no one is willing to trade with him. The Black Market Trader offers 🍷, 🏠, and 🐼 in this game. Carter moves his figure to the Black Market Trader, pays 1 ⚡ and trades 3x 🍷 and 1x 🐼 (for a total of 4 Resource Tokens) to get 1 🏠.



# THE OUTPOST

The Outpost is a special place on the map, where players can go to improve their character and get Favor Points.



To enter the Outpost, it must not have any other player inside it, and you must pay 5 ⚡. This counts as your movement for the turn so you must be on a road adjacent to the Outpost at the start of your turn. Once you have entered the Outpost you may do one of the following Outpost Actions:

- ⌚ Work for a Credit Disc: You may pay 8 ⚡ to take one of the unclaimed available Credit Discs and increase your Favor Points by the same amount.
- ⌚ Test Medicine: You may pay 10 ⚡ and gain 2 Favor Points.

After doing either of these actions the player remains in the Outpost. While in the Outpost a player cannot be attacked (but is forced to leave and will lose 3 Resources of his choice if another player attacks the Outpost and succeeds). On a later turn, a player chooses to either stay in the Outpost and perform an Outpost action again or leave.

While in the Outpost a player cannot Trade with other players.

## OUTSIDE THE OUTPOST

If a player's figure is on the road outside of the Outpost, and cannot enter because another player is inside, he can attack it. To attack the Outpost, do the following in order:

1. The player wanting to attack the Outpost must spend 7 ⚡.
2. The player inside the Outpost must give the attacking player 3 Resource Tokens of his choice (from their own supply). They cannot defend against this. In addition the player inside the Outpost must leave the Outpost.
3. The attacking player immediately gains 3 Blacklist Points.

### TIPS FROM THE CITY

Credit discs are limited! If you can't win a fight and you need a few last Favor Points, remember the Outpost!

- Golden City Broadcast

## EXAMPLE: OUTPOST & CREDIT DISCS

Mayu goes into the Outpost, spends 8 ⚡ and claims the first Credit Disc, worth 4 Favor Points (1). She puts it in front of her and turns the dial of her character board from 0 to 4 Favor Points.

Later on in the game, Carter attacks Mayu (2), winning the combat. He chooses to steal the Credit Disc. Mayu must now turn her disc clockwise (towards the red side) losing the 4 Favor Points she gained. Carter then increases his Favor Points by 4, claiming the 4 point Credit Disc (3).

On his next turn, Carter moves into the Outpost and spends 8 ⚡ claiming another Credit Disc (4) (this one worth 3), taking his total Favor Points to 7.





# RESOURCES

The Resource Tokens you will find in the game have different pictures on them. The pictures are purely cosmetic and just to add flavor and variety to the game.

On the cards (such as Items), you only have to match the colors of the Resource Tokens, no matter what picture is on the token.



Mechanical Parts



Guns



Tools



Food



Scrap



Electrics



Medical Supplies



Clothing



You will also come across this icon in the game.

This icon represents any Resource. There are cards where you get Resources (such as the Incident card Mercenaries).

When you get Resources, you take them from the Cloth Bag and they are always taken at random unless a card says specifically “of your choice”.

There are also cards (such as the Incident card Hostile Base) where you spend Resources. This means you may choose which Resources you spend.

# ENDING THE GAME

There are 3 different ways a player can end the game:

- Reach 20 Skill Points and spend 20
- Complete 3 Quests and spend 20
- Get 10 Favor Points and spend 20

If, at any point during your turn, you meet one of these conditions you can declare yourself the winner.

Achieving victory can be difficult, especially reaching 20 , as every round all players are reset to 15 . To get that extra final 5 requires a lot of planning and can be achieved in some of the following ways:

- Having a stockpile of food Resource Tokens can work wonders, as they can be spent for +1 each.
- A number of items grant you either a one off boost to or even a permanent increase to the amount you get each round. Just be careful how and when you spend these, as once they are used they are gone from the game!
- Many Incident Cards give you extra as part of their effect, try to collect as many of these as possible. Stay mobile and travel the city, keep hunting!





# ESCAPE THE CITY

## SCENARIO 1: 4-5 PLAYERS

### SETUP

Place the Map Tiles in the order shown on the image below. Make sure that the Black Market tile is directly adjacent to the starting tile, and the Helipad Tile is on the opposite end.

After placing the Map Tiles, place one Black Market token and one Helipad token (both of your choice), in their respective positions. Finally, place House and Guard tiles, in the order described below:

If you are using the Map Tiles (City or Wasteland side), then begin to placing Small, Medium, Large, Guard tiles on each map tile, repeating if necessary until you fill all the spaces (no matter how many players). The only Map tile you will not place a Guard tile is the "starting tile".

- ⊙ For example, the starting tile has 6 spaces for tiles, so place Small, Medium, Large, Guard, Small, Medium.
- ⊙ The second tile is the black market, with 4 spaces. Place Small, Medium, Large, Guard.

If you are using the Wasteland tiles, the normal rules for diagonal lines do not apply in this scenario.

On the Helipad tile, place a Guard.

Each player begins the game with 1 Gun Resource Token, and also 2 randomly chosen Resources. In addition, before starting the game, each player can choose to have any combination of Item cards already available to him, provided that the total amount of Skill Points of those cards is equal to exactly 4. He will therefore begin the game with 4 Skill Points and some crafted Item cards.



You do not use in the game: the Outpost, the Credit discs, the Global Events, the Incident cards and the Quest Cards.

The youngest player begins the game.





## TURN OVERVIEW

As in the normal game, a player may move and perform one action, before passing play to the player on the left. However, the movement costs and combat rules have been altered, and you can find more details in the corresponding section below.

After every player has passed at the end of each round, before moving onto the next round, the Map Tile farthest away from the helipad is bombarded. Any House Tiles remaining are removed, and any players still on the tile are eliminated from the game. Also, every player receives one Adrenaline Point (see below) each time a tile is bombarded, in other words, at the end of each round.

### Moving:

In order to move through the tiles, players will need to pay a certain amount of Action Points (⚡), depending on the location they move into. To move from the starting Map Tile to the Black Market tile costs 2⚡. To move from the Black Market tile to the next one he will need to pay 3⚡. To move to the next tile he will need to pay 4⚡ and so on. Barricades are still , and a player passing through them still needs to pay an additional 1⚡.


A player may never leave a map tile if there is a Guard still on it. He can leave the map tile only if this Guard is killed or the Guard moves to another tile.

When a player moves onto a Map Tile with at least one Guard, he automatically receives 1 Adrenaline Point. Then, each of the Guards on the Map Tile attacks the player, and combat is resolved as per the rules opposite.

### EXAMPLE: MOVEMENT

Mayu (1) is moving from the 4th Map Tile to the 5th. She must spend 1⚡ as normal to cross the barricade (2), and then another 5⚡ to cross the border onto the next tile.

### Combat:

When entering a tile with at least one Guard, the player automatically received 1 Adrenaline Point and enters into combat with him. The Guard(s) will attack using the player's die, and the player may defend by spending 3⚡ and a Gun Resource Token. In this attack, only  and ~~POW~~ symbols count for the Guard's roll. If the Guard defeats the player, he steals 3 Resource Tokens of the player's choice, which are placed underneath the Guard and the player receives 1 Adrenaline Point.

If the player is on a Map Tile with a Guard, he may attack him by spending 5⚡ and a Gun Resource Token. The Guard will always defend, by rolling the player's die. If the player defeats the Guard, the Guard is removed, and the player receives all the Resource Tokens (if any) underneath the Guard and receives 1 Favor point.

If the player fails to defeat the Guard, it's token along with all the Resource Tokens (if any) are moved onto the next map tile, covering a Large House Tile. This House cannot be raided until the Guard is defeated. If there is already a Guard on that tile and on a Large House Tile, then you place the new Guard on a Medium House Tile.

Combat between players is conducted following the normal game rules.

To attack a Guard, you must be able to reach him along the roads of your current map tile without being blocked by a border or barricade. You then announce you want to attack. If there is more than one Guard and you can attack both, you must first announce who you want to attack and then follow the combat rules from the basic game.



Map Tile 4

Map Tile 5



## Adrenaline Points:

These are tracked by using the Blacklist/Favor Points dial. If a player ever reaches 10 Adrenaline Points, he is eliminated from the game.

Adrenaline Points are gained in the following circumstances:

1. When moving onto a Map Tile containing one or more Guards.
2. At the end of each round, when a Map Tile is bombarded, all players receive 1 Adrenaline Point.
3. When a player is attacked by a Guard or another player and loses the combat.

Adrenaline Points can also be removed in the following circumstances:

1. The player wins a combat against a Guard.
2. The player raids a House with a blacklist icon, he may choose to place the card on the bottom of the deck and lose 1 Adrenaline Point. This still counts as an action.

## Raiding:

Raiding is done following the normal game rules. However, the types of Houses a player can raid are depend on the Adrenaline Points he has.

6 Adrenaline Points = The player may not raid or more Small House Tiles.

8 Adrenaline Points = The player may not raid or more Small or Medium House Tiles.

In addition, any House protected by a Guard (see above) may not be raided until the Guard has been defeated.

## Player Elimination:

When a player is eliminated from the game, either by having been bombarded, or by reaching 10 Adrenaline Points, all his Resources are divided out one by one among the players beginning by the player to his left.

## Game End:

In order to win the game, one or more players need to reach the helipad, defeat the Guards, and spend the required Skill Points and Resources. The helicopter however can only carry a maximum of three passengers.

Once a player has reached the helipad, he must defeat the guard(s) and can then give as many Skill Points and Resources that match the requirements. If that player has everything the helicopter needs to fly, then he wins without waiting for any other players.

Otherwise, he must wait for more players to reach the helipad, and spend the rest of the required Skill Points and Resources.

**Note:** A Guard moves each time you fail in combat. So it is possible that if the players keep failing to kill the Guards, the Guards will keep moving from tile to tile and as a result they may reach the Helipad tile at some point.

If two Guards with Resources underneath them (regardless of type) ever reach the helipad tile, then they board the helicopter and the game is lost.

This counts even for the guard who is already on the Helipad Tile. If he wins a combat then, he will get Resources so you must be very careful.

The players are not allow to attack each other once the reach the helipad tile.

The player or players to successfully fly away with the helicopter win.

If all players have been eliminated, the game ends and all players lose.

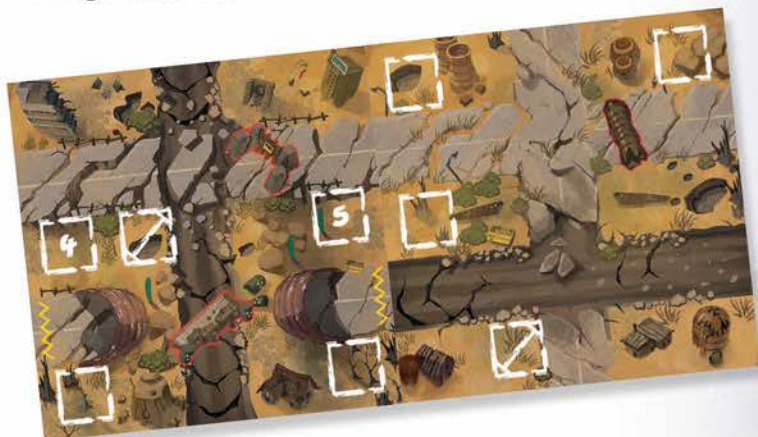


# VARIANT RULES

## WASTELAND TILES

You can choose to play with the wasteland side of the tiles. Follow the basic rules but with these differences.

- ⊙ The total amount of Houses you place is 34 + 1 space for the Outpost.
- ⊙ In a 5-player game, place 15 Small Houses, 10 Medium Houses and 9 Large Houses.
- ⊙ In a 4-player game, place 13 Small Houses, 7 Medium Houses and 9 Large Houses.
- ⊙ In a 3-player game, place 9 Small Houses, 4 Medium Houses and 9 Large Houses.
- ⊙ Place the Large Houses on the spaces marked with a diagonal line.
- ⊙ Then place the Outpost on where you want to.
- ⊙ After that, place the remaining Houses following this pattern: Placing Small, then Medium House Tiles on the first map tile, repeating if necessary until you fill every space (according to the number of players), before moving to the next one.
- ⊙ When you raid a Large House and draw a card with the raid die icon on it, then your attempt automatically fails and you take the lower number of Resource Tokens. This is the effect of the Diagonal Line and it affects only the Large Houses.



## CUSTOM CITY

Instead of following the normal 3x3 grid pattern created by the standard layout, the players may use the following rules to create their own custom map. This can create a board that snakes or forms odd shapes, making it more difficult to move around.

These changes will adjust the difficulty of the game, allowing you to customize your experience.

- ⊙ During Step 2 of the game setup, players should take it in turns to place one of the City Map Tiles so that it is touching at least one of the City Map Tiles already placed. Each tile may be touching any tile already on the board, not just the black market.
- ⊙ They are free to choose the orientation as normal and once all 9 City Map Tiles have been placed, continue with the rest of setup as normal.
- ⊙ Wasteland Tiles and Ruined City Tiles have different rules, so it is recommended not to mix them. The game is balanced when you play with one side of the Map Tiles alone.
- ⊙ Do not mix the Variant Rules with the Scenario.



# GLOSSARY & CLARIFICATIONS

## What happens when the game ends and there is no winner?

Each player counts points. Each AP counts as 1 point, each Skill point counts as 2 points, each Favor point counts as 2 points, each complete Quest counts as 3 points, and finally each Blacklist Point counts as minus 1 point.

The player with the highest points wins.

## Combat Clarification:

There are cards that allow you to skip Combat. When you use such a card, neither you or the player who attacked, spend Gun Resources or AP. In this case, when a player wants to attack, he first states "I attack" and before he spends any AP or Gun Resource, the defending player must immediately activate his card that allows skipping the combat.

However, there are also cards such as the Incident Card "Chief Thuma" that allow you to skip combat after the attacking player spends their Gun resource and the equivalent AP.

## What does the term "Restore" mean?

When something is restored, you get the card / token and place it in front of you, active, and ready to be used.

## GLOBAL EVENTS

### TOUGH LUCK

All the players must place their Resource Tokens back into the Cloth Bag after they have counted them. Then the starting player of this round draws Resources equal to the number of Resource Tokens he discarded and then the next players follow clockwise.

### THE DEAL

If two or more players get in the Outpost, they can fight each other since they share the same ground. When the effect of this card is over, all players are immediately moved out of the Outpost.

### TEAM UP

You get Incident Cards either from the face-up cards on the board or from the Incident Deck.

## ITEMS

### HELMET

This item may be discarded as though it was a Gun Resource Token when choosing to defend against another player's attack. You still need to spend the 3 ⚡.

### SUPER GUN

This item may be discarded as though it was a Gun Resource Token when choosing to attack another player. You still need to spend the 5 ⚡.

### BICYCLE

This item may be discarded when another player attacks you to ignore the entire combat. No Combat Dice are rolled and the attacker does not win the combat.

### ANTIBIOTICS

You may play this card during another player's turn.

### TASER

You re-roll any die, yours or another player's in any situation.

## CARD & ACTION LOSS

When you perform an Action and another player interrupts by using a card, you may end up losing your Action. This can end your turn early allowing the next player to take his turn.

### EXAMPLE: ACTION LOSS

You Raid a House and a player activates a card stopping you from raiding that House after you have spent your ⚡. This would force you to lose your ⚡ and the Action.



# THE CHARACTERS



## MAYU, THE MEDIC

The daughter of a high ranking military doctor, she has spent a lifetime trying to find her parents. She believes that both her parents are living in the Golden City. All she needs is to prove just how useful she can be, and she will see her parents once again...

## ZOEY, THE ELECTRICIAN

The elder sister of Jake, she remembers caring for him after the bombs fell. But time was not kind and they parted ways, anger in both their hearts. With a keen eye she has mastered her abilities and looks to the promise of the Golden City to forget her past...



## JAKE, THE MECHANIC

The brother of Zoey. They once lived at the Outpost and helped other survivors make it to the Golden City. However, Jake didn't care that much and happily abandoned it all for a chance to get inside the Golden City... and it looks like his time has finally come...

## GARCIA, THE TRADER

A crook, a fraud and a thief. All these names and more he has endured, but he did what was needed to survive the harsh realities of a ruined world. Now, with the Golden City's lush paradise in sight, he will use all his cunning tricks to get his second chance at life...



## CARTER, THE BODYGUARD

A former cop who cracked along with the world. His finely honed instincts turned him into a cold blooded killing machine and these skills made him valuable in the wasteland. Now, he seeks redemption and a cure for his shattered mind and warlike nature...



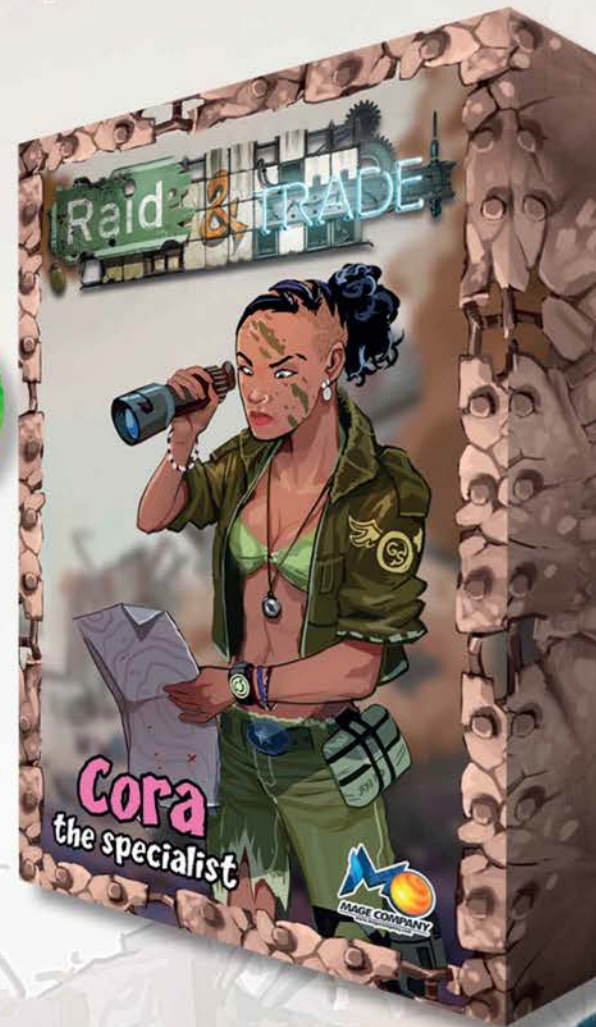
# CORA, THE SPECIALIST

**THIS CHARACTER SOLD SEPERATELY**

Originally from Hawaii, her knowledge of survival and hunting were taught to her from a young age by her father. Once a demolitions expert in the military, she worked with mercenaries all across the country, until she found herself outside the golden city...

Included in the box:

- ☢ 1 Cora board
- ☢ 12 Item cards
- ☢ 2 Detonation tokens
- ☢ 1 Combat die
- ☢ 1 Miniature



**Cora has a new ability, Detonation!**

Her Combat die has a new symbol, dynamite. When Cora uses her Combat die and rolls this symbol, she places one of the two available Detonation tokens on a House of her choice on the same Map Tile where she stands.

Any player (other than Cora) Raiding a House with a Detonation Token on it triggers the effect: The player loses an extra 50% of the AP cost to Raid that House. For example, when Raiding a Red House, there is a huge explosion, and the player loses an additional 5AP. Each Detonation Token can only be used once.



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